GATEWAY Solo - Advanced Character Sheet

Character Name: _____
Character Race/Archetype/Class Description:
_____

Proficiency: Mark "+" sign next to traits below
Deficiency: Mark "-" sign next to traits below
Mark any that are not setting appropriate with an "NA"

Saving Throw ***(Choose 2 Proficiency "+" and 1 Deficiency "-")***
- _____ Strength Saving Throw
- _____ Dexterity Saving Throw (AC)
- _____ Constitution Saving Throw (HP)
- _____ Intelligence Saving Throw
- _____ Wisdom Saving Throw
- _____ Charisma Saving Throw

Attack Type **(Choose 1 Proficiency "+")**
- _____ Melee Attack
- _____ Ranged Attack
- _____ Magic Spell Attack

Skill Traits ***(Choose 5 Proficiency "+" and 3 Deficiency "-")***

Strength (STR):
- _____ Athletics Check

Dexterity (DEX):
- _____ Turn Order in Battle (Initiative Check)
- _____ Acrobatics Check
- _____ Sleight of Hand Check
- _____ Piloting (Land, Sea, Air, Mech)
- _____ Lock Picking
- _____ Stealth Check
- _____ Hide Check

Constitution (CON):
- _NA_ See Saving Throws

Intelligence (INT):
- _____ Arcana Check
- _____ History Check
- _____ Streetwise
- _____ Investigation Check
- _____ Computer Use / Tech
- _____ Nature Check
- _____ Religion Check

Wisdom (WIS):
- _____ Animal Handling Check
- _____ Insight Check
- _____ Medicine Check
- _____ Perception Check
- _____ Survival Check
- _____ Casting Magic Spells (Non-Attack)

Charisma (CHA):
- _____ Deception Check
- _____ Intimidation Check
- _____ Performance Check
- _____ Persuasion Check

Solo Oracle
- 1 – No, And (Negative Consequence)
- 2 to 6 – No
- 7 to 10 – No, But (Minor Opportunity)
- 11 to 14 – Yes, But (Minor Complication)
- 15 to 19 – Yes
- 20 – Yes, And (Positive Addition)

Difficulty Class Scale
- Simple: 2 to 5
- Easy: 6 to 10
- Moderate: 11 to 15
- Hard: 16 to 19
- Near Impossible: 20

Actions per Turn
- One Movement Action
- One Primary Action
- One Bonus Action

Armor Class (AC): _____ *(Based on **DEX** Saving Throw Stat)*
Proficiency = 14, Normal = 12, Deficiency = 10

Hit Points (HP): _____ **(***Based on **CON** Saving Throw Stat)*
Proficiency = 5, Normal = 4, Deficiency = 3

Movement Speed: _____ (Standard Character is 30 ft)

Melee Attack Weapons:

Ranged Attack Weapons:

Special Abilities:

Items:

Background: